

KINNOULL HILL

Directions

Grid Ref: NO 144 236

From the old bridge in Perth go uphill, bearing right at the first junction. For the main start (S1) continue straight on to the Jubilee car park.

For the start S2 take the second turn right where the houses end and continue to the car park.

Description of Area

One of Scotland's best woodland parks with varied tree cover and a network of paths. Spectacular views over the River Tay. See the wood carvings, visit the arboretum, the old curling pond and the hill fort.

Suggested routes

TRAIL

Route 1: 2kms, Route 2: 1.6kms
1: S1, E1, E2, E3, E4, E5, E10, E11, E12, E13
2: S2, E6, E5, E10, E9, E8, E7
Or combine all markers in one route (3kms)

DISCOVERY

Route 1: 2.2kms, Route 2: 1.7kms
1: S1, M1, M2, M11, M8, M9, M10
2: S2, M4, M5, M6, M7, M3
Or combine all markers in one route (3.5kms)

CHALLENGE

Full route: 4.5kms (180m ascent)
S1, D1, D2, D3, D4, D6, D5, D7, D8, D9, D10, D11, D12

CARVINGS

Choose your own route. See the website for the description of the carving.

Using the map

The map is an orienteering map and may look different from the maps you are used to. Make sure you read the key to understand the map symbols.

It is important to 'set the map to the ground'. This means holding your map so the features on the map line up with those on the ground, so if there is a path in front of you on the ground, you hold the map so the path on the map goes in exactly the same direction. This may mean you are holding the map 'upside-down' or on its side.

If the path bends, then you should move round your map so the path on the ground and on the map still point in the same direction. The position of the map relative to the ground should never change - you move round the map.

If you use a compass, you can use it to make sure the map always has the 'North' arrow pointing North or you can use it to take bearings.

Keep track of where you are by tracing your route with your thumb on the map.

Try and estimate distance. Look at the scale on the map. 1:10,000 means that every centimetre on the map represents 100m on the ground. Check the number of paces it takes for you to cover 100m and then use it to calculate how far you have gone.

The contour lines on the map indicate the shape of the land and you can work out the ascent or descent on your route, when you will go up or down and how steep the ground is.

Choose your route

On the map, the position of each marker is shown by a red circle. The starting point(s) is(are) shown with a red triangle.

Each marker has a 'number' as shown in the table, which is on the map and in the top left of the marker post. You can choose markers for your level of difficulty:

TRAIL are E1 to E13 (easy)

DISCOVERY are M1 - M11 (medium)

CHALLENGE are D1 -D12 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

Use the description in the table to help you find your marker. Check you are at the right one by checking the number on the post against your map. Then write down the code (the larger letter and number) to show you have found the marker.

At the end, check you have the right answers by looking at www.taysideorienteers.org.uk.

You may wish to time yourself and see how your time compares with others.

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where there is more information about WOODLAND CHALLENGE, including photos. There is also information on orienteering events to go to and try out your new skills.

Description of the location

| TRAIL MARKERS | | CODE |
|--------------------------|-------------------------|-------------|
| E1 | Southwest path junction | |
| E2 | Small hill top | |
| E3 | Track/path junction | |
| E4 | Path junction | |
| E5 | Track/path junction | |
| E6 | Path/ditch junction | |
| E7 | Path junction | |
| E8 | Path junction | |
| E9 | Path junction | |
| E10 | Track/path junction | |
| E11 | Track/path junction | |
| E12 | Path junction | |
| E13 | Track/path junction | |
| DISCOVERY MARKERS | | |
| M1 | Cliff, 1 metre high | |
| M2 | Small valley | |
| M3 | Cliff, 1 metre high | |
| M4 | Spring | |
| M5 | Small hill, East side | |
| M6 | Small hill, East side | |
| M7 | Cliff, 1 metre high | |
| M8 | Small hill | |
| M9 | Spur, North side | |
| M10 | Wrecked car | |
| M11 | Small valley | |
| CHALLENGE MARKERS | | |
| D1 | Boulder, 0.6 metre high | |
| D2 | Pit | |
| D3 | Cliff, 1.5 metres high | |
| D4 | Between small hills | |
| D5 | Cliff, 1 metre high | |
| D6 | Small valley | |
| D7 | Small valley | |
| D8 | Small hill, West side | |
| D9 | Small hill | |
| D10 | Spur | |
| D11 | Pond, NW side | |
| D12 | Stream junction | |

ST MAGDALENE'S HILL

Directions

The area is above Craigie on the South side of Perth. From the Glasgow Road, turn onto Needless Road, then Darnhall Drive, going uphill to the top of Glenlochay Road and the car park. From the Edinburgh Road, travelling out of Perth, just past Tesco turn right into Gleneagles Road, then left into Glendevon Road to its top.

Description of Area

The area is a mix of different types of woodland and open spaces, with a good network of paths. There are fine views over Perth and to the Grampians beyond. You can walk beyond marker M10 onto Kirkton Hill for views over Strathearn and beyond marker M6 to Callarfountain and the top of Mailer Hill with extensive views in all directions.

Suggested routes

You must use the bridge by E10 if you cross the motorway.

TRAIL

Route 1: 2kms, Route 2: 1.7kms
1: S, E1, E3, E6, E12, E13, E11, E10, E9
2: S, E2, E4, E5, E8, E7, E12, E6, E3, E1
Or combine all markers in one route (2.5kms)

DISCOVERY

Full route: 3.6kms
S, M1, M2, M3, M12, M8, M7, M10, M9, M6, M5, M4, M11

CHALLENGE

Full route: 3kms (120m ascent)
S, D2, D4, D10, D9, D8, D6, D7, D5, D3, D1
Or visit all 35 markers in one circuit!

Using the map

The map is an orienteering map and may look different from the maps you are used to. Make sure you read the key to understand the map symbols.

It is important to 'set the map to the ground'. This means holding your map so the features on the map line up with those on the ground, so if there is a path in front of you on the ground, you hold the map so the path on the map goes in exactly the same direction. This may mean you are holding the map 'upside-down' or on its side.

If the path bends, then you should move round your map so the path on the ground and on the map still point in the same direction. The position of the map relative to the ground should never change - you move round the map.

If you use a compass, you can use it to make sure the map always has the 'North' arrow pointing North or you can use it to take bearings.

Keep track of where you are by tracing your route with your thumb on the map.

Try and estimate distance. Look at the scale on the map. 1:10,000 means that every centimetre on the map represents 100m on the ground. Check the number of paces it takes for you to cover 100m and then use it to calculate how far you have gone.

The contour lines on the map indicate the shape of the land and you can work out the ascent or descent on your route, when you will go up or down and how steep the ground is.

Choose your route

On the map, the position of each marker is shown by a red circle. The starting point is shown with a red triangle.

Each marker has a 'number' as shown in the table, which is on the map and in the top left of the marker post. You can choose markers for your level of difficulty:

TRAIL are E1 to E13 (easy)
DISCOVERY are M1 - M12 (medium)
CHALLENGE are D1 -D10 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

Use the description in the table to help you find your marker. Check you are at the right one by checking the number on the post against your map. Then write down the code (the larger letter and number) to show you have found the marker.

At the end, check you have the right answers by looking at www.taysideorienteers.org.uk.

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where there is more information about WOODLAND CHALLENGE, including photos. There is also information on orienteering events to go to and try out your new skills.

Description of the marker location

| TRAIL MARKERS | | CODE |
|-------------------|---------------------------------|------|
| E1 | Path junction | |
| E2 | Path junction | |
| E3 | Path junction | |
| E4 | Path junction | |
| E5 | Path junction | |
| E6 | Path junction | |
| E7 | Path junction | |
| E8 | Path junction | |
| E9 | Path junction | |
| E10 | Track / path junction | |
| E11 | Path junction | |
| E12 | Path junction | |
| E13 | Path bend | |
| DISCOVERY MARKERS | | |
| M1 | Trees, NE side | |
| M2 | Clearing | |
| M3 | Hill top | |
| M4 | Path junction | |
| M5 | Small valley | |
| M6 | Path bend | |
| M7 | Path / ditch junction | |
| M8 | Small quarry | |
| M9 | Path / ditch junction | |
| M10 | Small hill | |
| M11 | Pit | |
| M12 | Clearing | |
| CHALLENGE MARKERS | | |
| D1 | Stream bend | |
| D2 | Cliff, 1.5 metres high, NE side | |
| D3 | Pit | |
| D4 | Cliff, 1 metre high | |
| D5 | Cliff, 2 metres high | |
| D6 | Cliff, 1.5 metres high | |
| D7 | Cliff, 3 metres high | |
| D8 | Ditch junction | |
| D9 | Ditch | |
| D10 | Gully, NW end | |

THE KNOCK OF CRIEFF

Directions

At the Crieff Hydro Hotel, go past the Stables and up the hill, passing the lodges on your left. Start S1 is the small car park on your right. For Start S2, after a further 150m branch right on an unmade road to the car park.

Description of Area:

The Knock of Crieff is an elongated hill with two tops. The western part is mainly deciduous woodland. Note from May to Nov there is thick bracken in the western open areas. The eastern part of the hill is coniferous forest. To its north is an open area, though newly-planted native trees will transform this into woodland. Try a range of adventure activities at Crieff Hydro's Activity Centre and enjoy the luxury of the hotel afterwards.

Suggested routes:

TRAIL

Route 1: 2.2 kms, Route 2: 2.4 kms
1: S1, E2, E3, E4, E5, E8, E10, E11, E1
2: S2, E7, E9, E10, E8, E4, E3, E6
Or combine all markers in one route (3.3kms)

DISCOVERY

Route 1: 1.7 kms, Route 2: 2.4 kms
1. S1, M1, M2, M3, M4, M6, M5
2. S2, M7, M9, M10, M11, M12, M8, M6
Or combine all markers in one route (3.3kms)

CHALLENGE

Full route: 4.4 kms (190m ascent)
S2, D4, D5, D6, D8, D12, D9, D10, D11, D7, D3, D2, D1
Or visit all 35 markers in one circuit!

Using the map

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Choose your route

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Each marker has a 'number' as shown in the table, which is on the map and in the top left of the marker post. You can choose markers for your level of difficulty:

TRAIL are E1 to E11 (easy)
DISCOVERY are M1 - M12 (medium)
CHALLENGE are D1 -D12 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

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Description of the marker location

| TRAIL MARKERS | | CODE |
|-------------------|--|------|
| E1 | Path junction | |
| E2 | Path junction | |
| E3 | Path junction | |
| E4 | Path junction | |
| E5 | Path junction | |
| E6 | Path junction | |
| E7 | Cliff, 1.5 metres high | |
| E8 | Path junction | |
| E9 | Path junction | |
| E10 | Path junction | |
| E11 | Path / road junction | |
| DISCOVERY MARKERS | | |
| M1 | Marsh, East side | |
| M2 | NW boulder, 0.5 metre high | |
| M3 | Bridge | |
| M4 | Gate | |
| M5 | Fallen tree, NW end | |
| M6 | Boulder, 0.5 metre high | |
| M7 | Boulder, 0.5 metre high | |
| M8 | Boulder, 0.5 metre high | |
| M9 | Earth wall, north part | |
| M10 | Earth wall, NE corner | |
| M11 | Cliff, 1 metre high | |
| M12 | Boulder, 1 metre high | |
| CHALLENGE MARKERS | | |
| D1 | SE boulder, 2 metres high | |
| D2 | Boulder, 0.5 metre high | |
| D3 | Boulder, 1.3 m. Not accessible May – Nov owing to high bracken | |
| D4 | Boulder, 0.5 metre high | |
| D5 | Cliff, 1 metre high | |
| D6 | Boulder, 1 metre high | |
| D7 | Path bend | |
| D8 | Boulder, 1 metre high | |
| D9 | Fallen tree, north end | |
| D10 | NW cliff, 1.5 metres high | |
| D11 | Cliff, 1 metre high | |
| D12 | Cliff, 1.5 metres high | |

THE HERMITAGE

Directions

Turn off the A9, 1 mile North of Dunkeld (signed 'The Hermitage'). Turn immediately right up a forest road and follow it to a car park in a small quarry just before a locked gate (for start S1)

Or use the lower National Trust for Scotland car park (for start S2)

Description of Area

A typical Highland forest, with a good path network near The Hermitage. Some parts are quite rough but to compensate there are lovely areas of woodland.

Visit Ossian's Hall overlooking the Falls of Braan and the 'Cone' viewpoint (marked on the map). See one of Britain's tallest trees.

Suggested routes

TRAIL

Route 1: 2.4kms, Route 2: 3.2kms

1: S1, E11, E1, E2, E3, E4, E9, E12, E7, E10, E8
2: S2, E6, E7, E12, E5, E3, E4, E9, E8, E6

Or combine all markers in one route (2.6kms)

DISCOVERY

Route 1: 2.6kms, Route 2: 1.7kms

1: S1, M10, M9, M8, M7, M6, M5, M12, M11, M1

2: S1, M1, M11, M12, M5, M4, M3, M2

Or combine all markers in one route (3.3kms)

CHALLENGE

Full route: 6.2kms (300m ascent)

A challenging route which can be shortened by omitting some of the northern markers S1, D1, D2, D3, D11, D4, D5, D10, D13, D14, D6, D7, D8, D9, D12, M9, M10

Using the map

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CHALLENGE are D1 -D14 (difficult)

Routes are suggested, but you can also make up your own route. You can draw your chosen route on the map with lines between the circles.

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Description of the marker location

| TRAIL MARKERS | | CODE |
|-------------------|----------------------------------|------|
| E1 | Talking tree | |
| E2 | Small hill, west end | |
| E3 | Path bend | |
| E4 | Path / ditch junction | |
| E5 | Boulder, 1 metre high | |
| E6 | Path junction | |
| E7 | By Ossian's cave | |
| E8 | Track / path junction | |
| E9 | Path junction | |
| E10 | Path junction | |
| E11 | Boulder, 1 metre high | |
| DISCOVERY MARKERS | | |
| M1 | N boulder, 1 metre high | |
| M2 | Middle cliff, 2.5 metres high | |
| M3 | Boulder, 1.5 metres high | |
| M4 | Depression (hollow) | |
| M5 | Boulder, 1 metre high | |
| M6 | Middle boulder, 1 metre high | |
| M7 | North west boulder, 1 metre high | |
| M8 | Path bend | |
| M9 | Boulder, 1.5 metres high | |
| M10 | NE boulder, 1.5 metres high | |
| M11 | Cliff 1.5 metres high | |
| M12 | Small hill, east side | |
| CHALLENGE MARKERS | | |
| D1 | Small hill, north side | |
| D2 | Small valley | |
| D3 | Cliff, 2 metres high | |
| D4 | Small hill, NE side | |
| D5 | Small valley | |
| D6 | SE cliff, 1.5 metres high | |
| D7 | Pit | |
| D8 | Boulder, 1 metre high | |
| D9 | Boulder, 2.5 metres high | |
| D10 | NW cliff, 2.5 metres high | |
| D11 | Spur, foot | |
| D12 | Small hill, west side | |
| D13 | Middle boulder, 1.5 metres high | |
| D14 | Boulder, 1.5 metres high | |